

任天堂 FAMILY COMPUTER

星をみるひと Hoshi Wo Miru Hito MANUAL

TRANSLATED BY
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GAM
GAM-HM-02

星をみるひと



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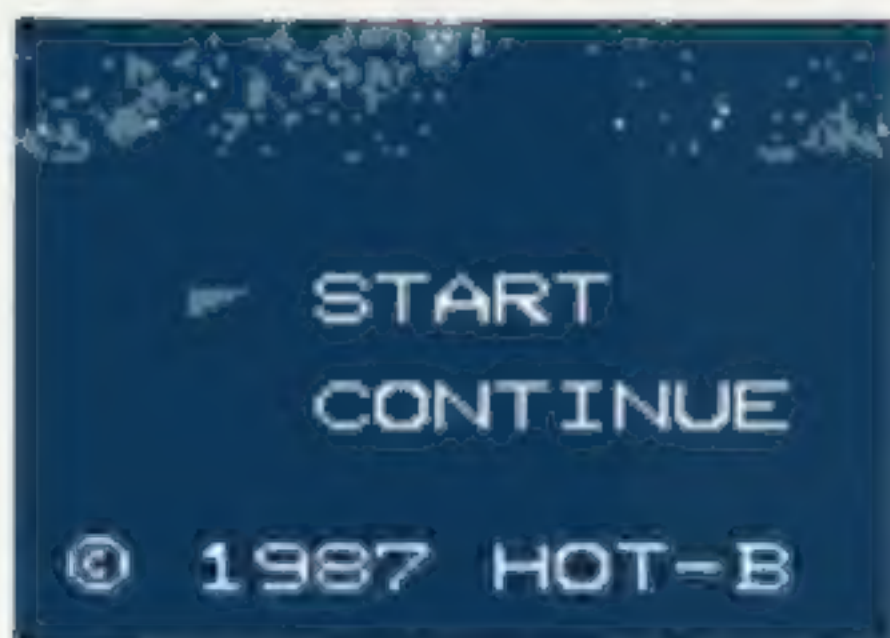
1 . What Is This World?

In the future, there is a boy named Minami, who doesn't remember who he is or where he came from. But he is being hunted... There are Mechanical Robots, the Army Guard, Wild Creatures, and Death Psychics. All want him dead because he is special.


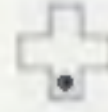
In the megacity "Arc City," which is run by a computer called CREW-III, "peace" is kept by strict computer mind control. Everyone behaves efficiently as CREW-III demands but has no free will. But there were people the computer could not exert influence over. They were labeled PSYCHICS and hunted mercilessly.

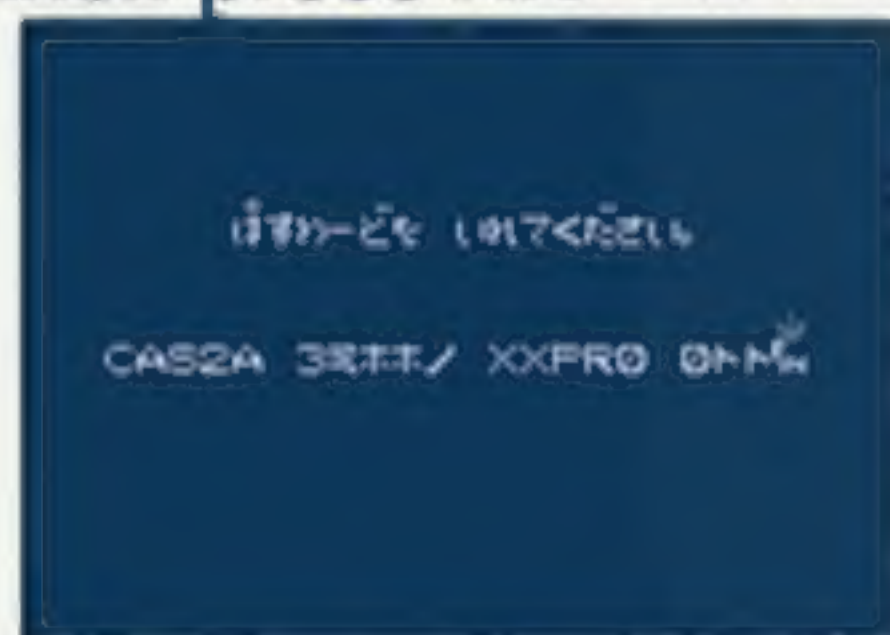
Captured PSYCHICS were taken to Arc City to be dealt with. However, four PSYCHICS, all children, managed to escape the worldwide hunt. The whole world now depends on them meeting and working together to save everyone.

2 . Game Start And Continue —



Put your Hoshi Wo Miru Hito cartridge into your Nintendo Family Computer system and turn the power on. You will

see the title screen and hear the opening music. From there you can press  UP or  DOWN to choose START or CONTINUE then press A. S T A R T will begin the game.



CONTINUE takes you to the PASSWORD screen. On the PASSWORD screen you will be

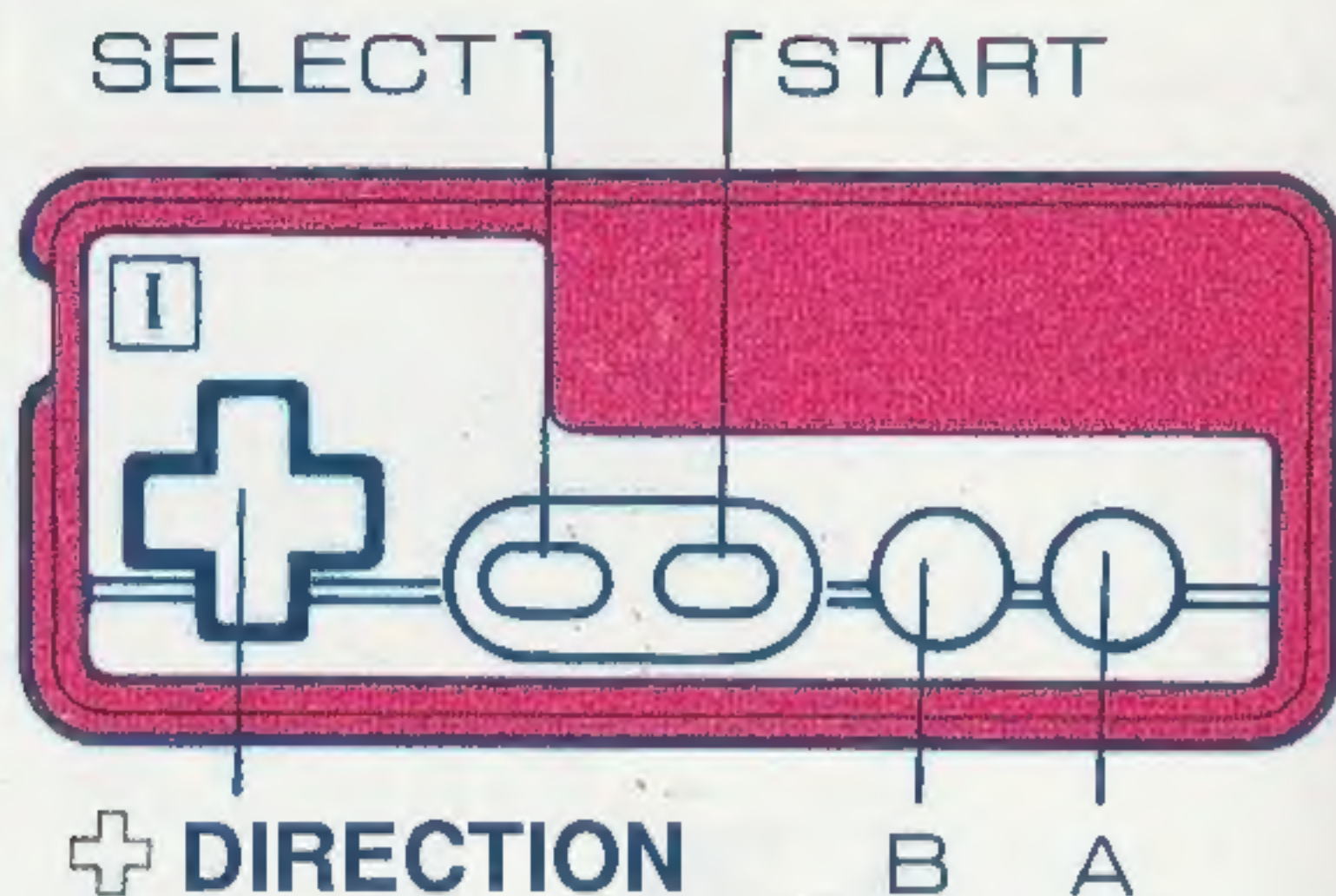
asked to enter a password from a previous game. Press UP or DOWN to select characters, press RIGHT to move forward and press LEFT to go back and correct mistakes. When you are finished, press the A button to confirm.

NOTE:

Be very careful when writing down your password! All passwords end with this symbol: **FIN** Don't forget it. There are many letters and numbers that look similar so double-check to make sure you have it correct. An "O" can look like a zero.



3 . Basic Controller Usage



★ SELECT





**Switch between characters.
This can be done during play.**

★ START

Use this to pause the game.

★ + DIRECTION

Use to move players or menus.

-  **Moves player or menu UP.**
-  **Moves player or menu DOWN.**
-  **Moves player LEFT.**
-  **Moves player RIGHT.**

Use it to select a command.

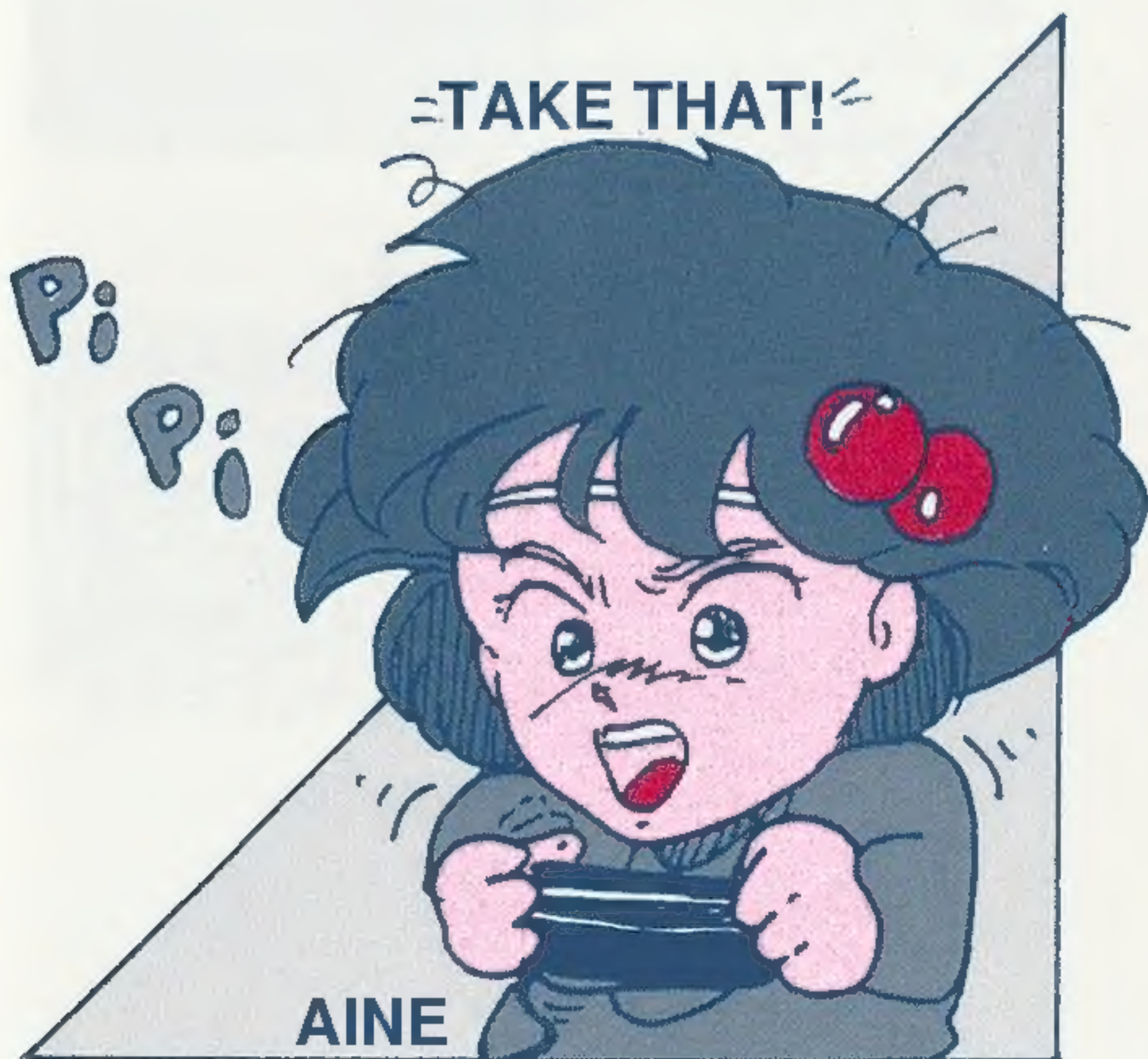
★ **A BUTTON**

Enters selection.
Selects command.

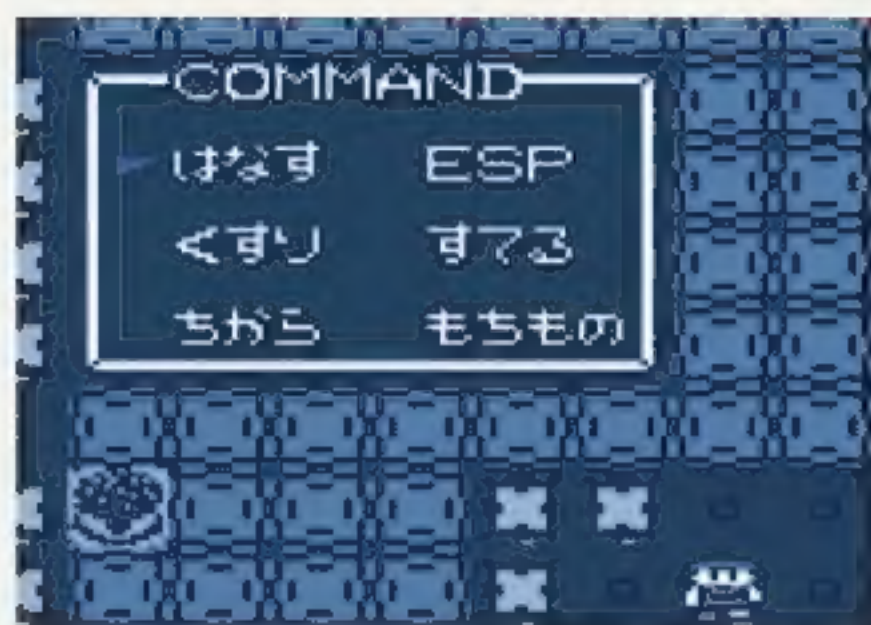
★ **B BUTTON**

Cancels command.

NOTE: 2P Controller is not used.



4 . About Commands



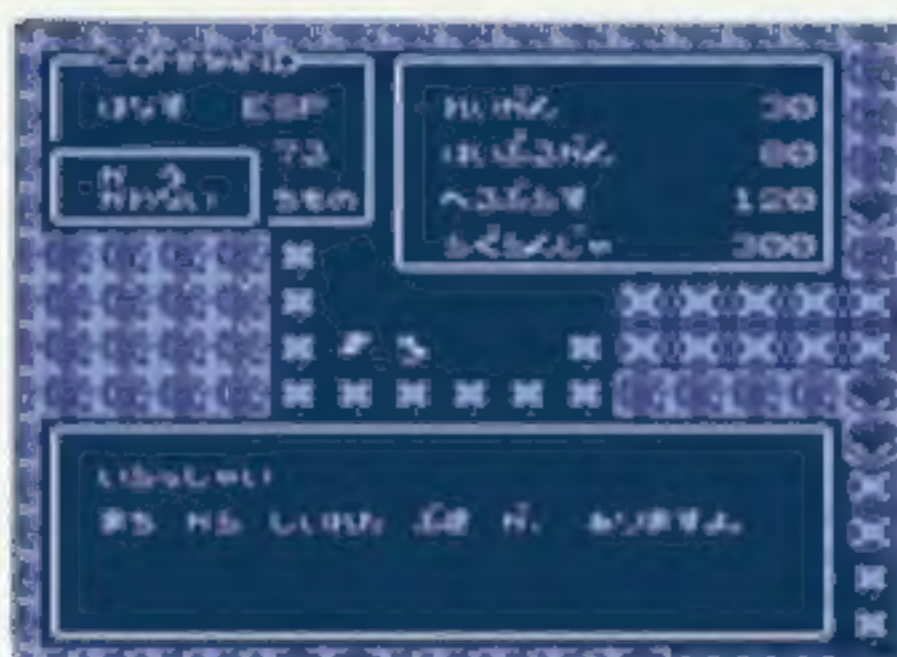
If you press A while moving, the menu will appear. The options are-

- 1) TALK.....Talk to people.
- 2) ESP.....Use ESP Powers
- 3) HEAL.....Review or use the medicines you have in your inventory.
- 4) DROP.....Dispose of items you no longer need.
- 5) STAT.....Show abilities of the lead character.
- 6) ITEM.....Show other items in your inventory.

TALK

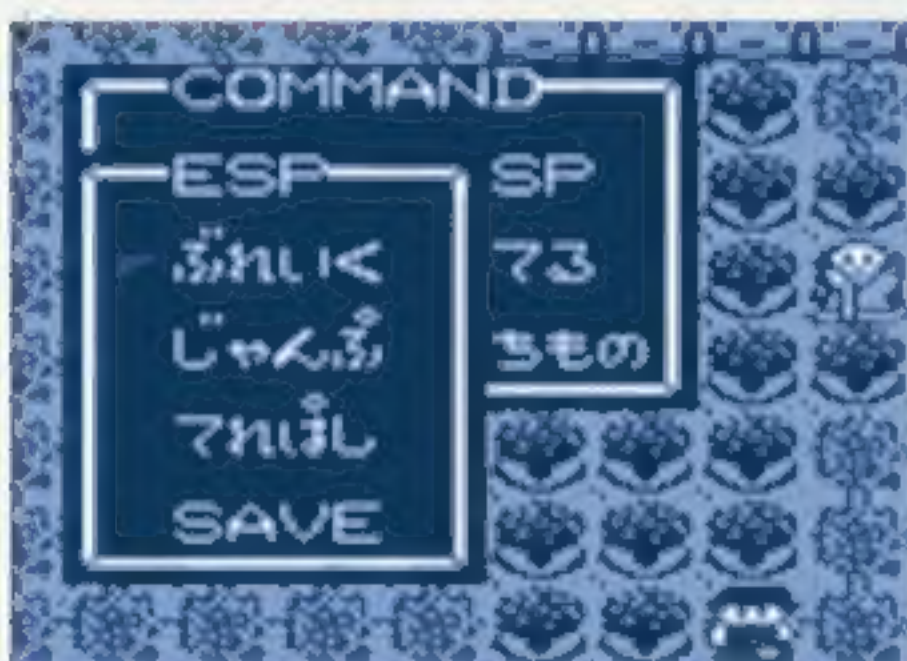


You can talk to someone who is facing you.



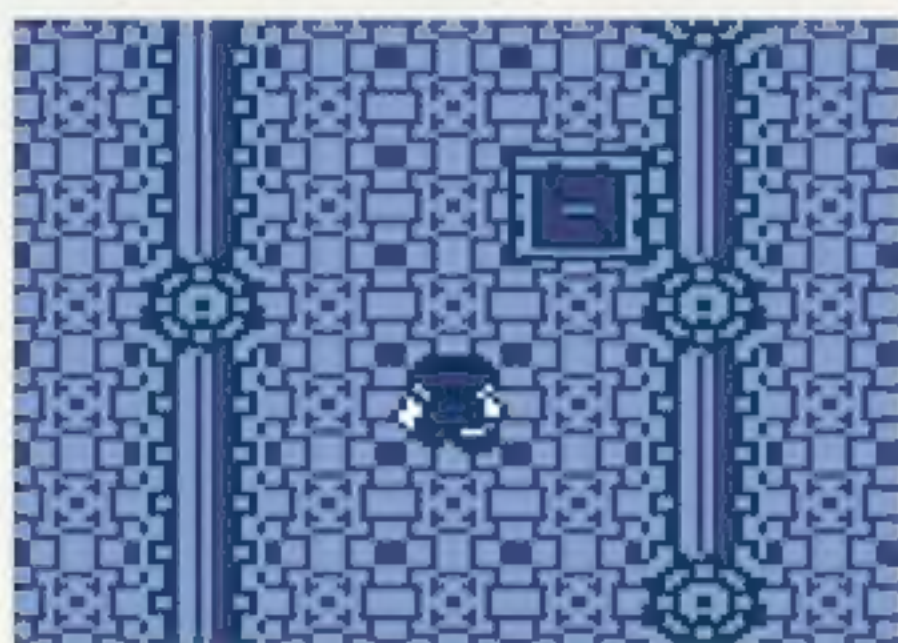
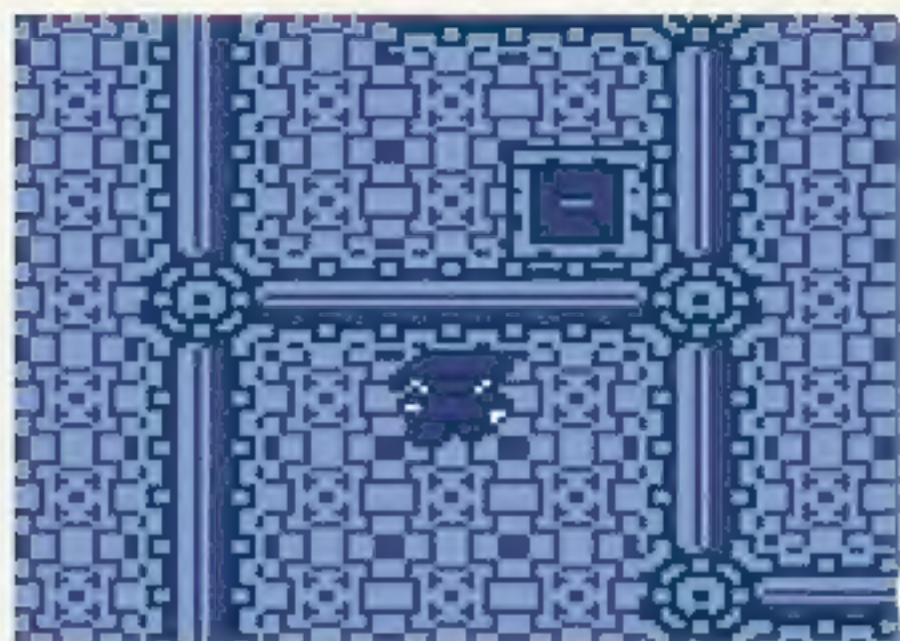
You can buy weapons, armor and ID cards if you speak to a shopkeeper. You can also sell back items at half price.

ESP



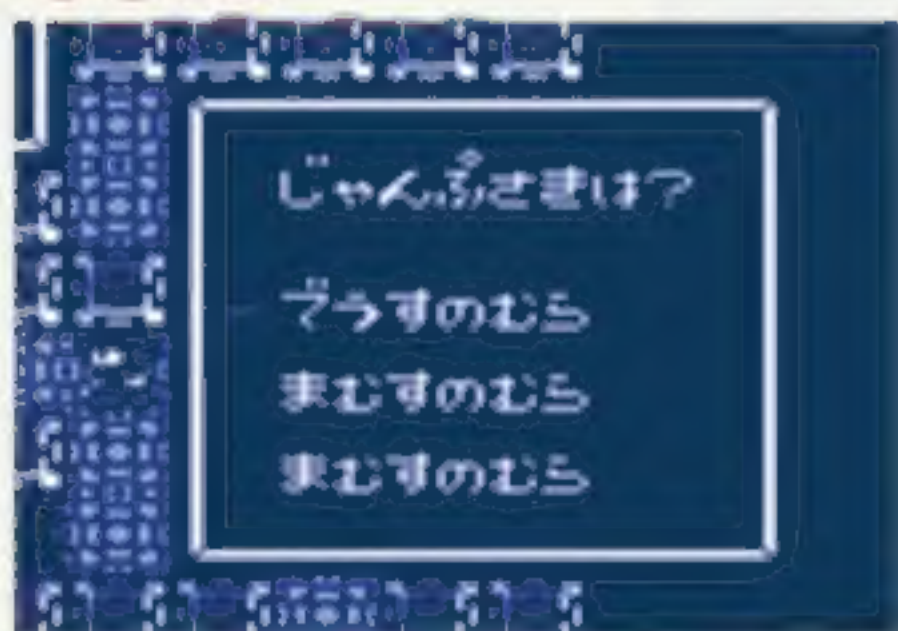
You have three ESP Powers:
1) Break
2) Jump
3) Telepathy

BREAK



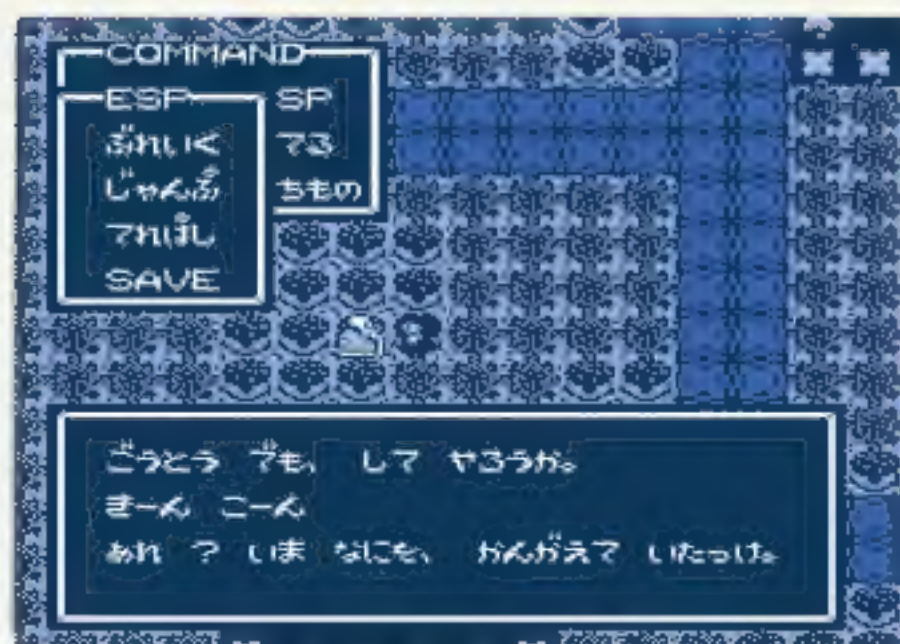
Here the player cannot move up. With BREAK you can pass through some walls. You must face the broken wall to bypass it.

JUMP



With JUMP, you can teleport to a number of destinations.

TELEPATHY



When you use TELEPATHY, you can see the thoughts of others.

SAVE



When you SAVE, you receive a password that allows you to pick up where

you left off. Make a careful note of it. Not everything is saved:

- ★ HP, ESP, and EXP are set to the amount for your current level.
- ★ Medicine ingredients and jumping point will be lost.
- ★ Weapons, items, and armor will be saved.
- ★ Gold will drop to 255.

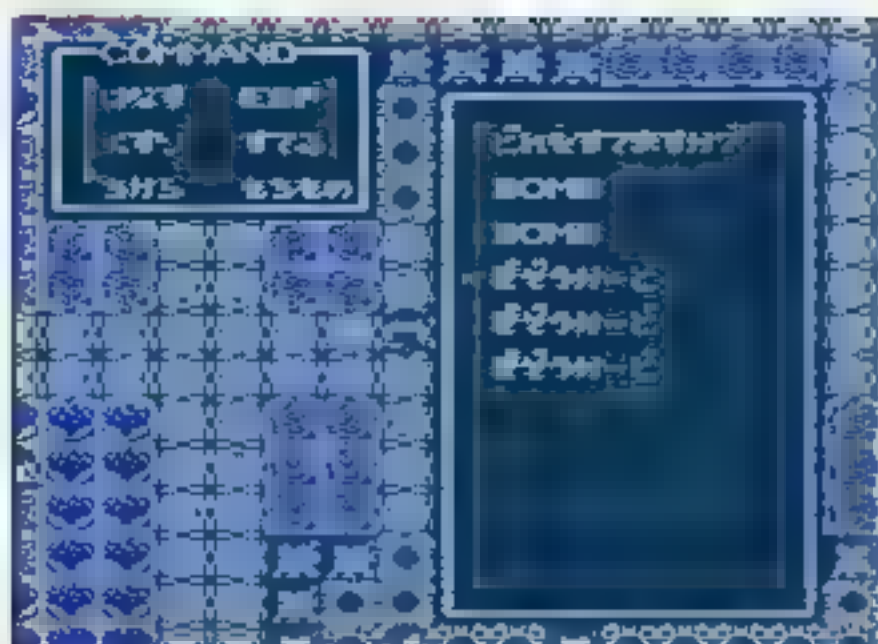
MEDICINE





You can check and use the medicine that you have. Press A to use the

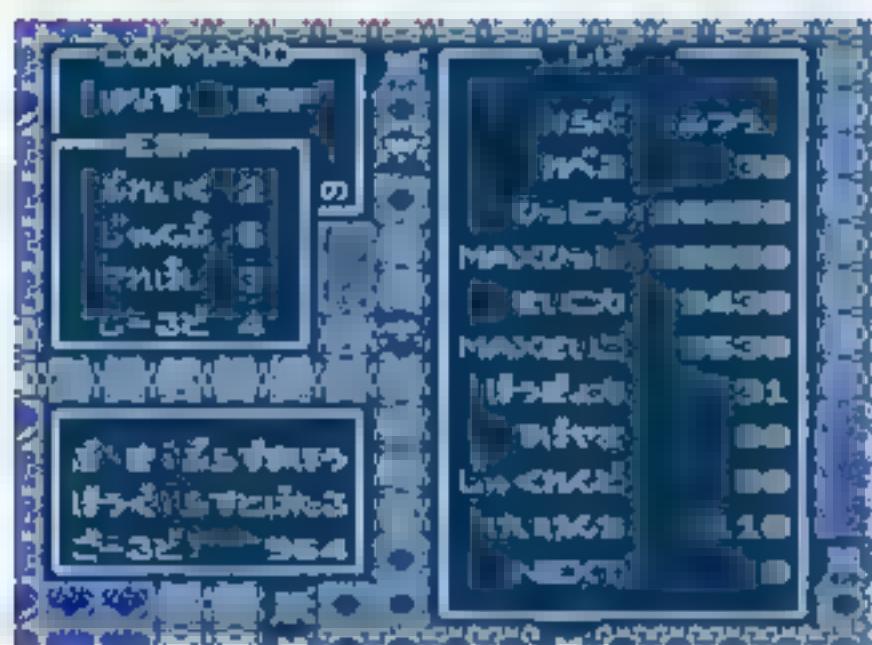
medicine or B to cancel the menu.

DROP



You can only hold up to 10 items. If you have any items you don't need, press   to select an item and press A to drop it.

STATS



You can see the stats of the lead character. To see stats of the other characters, press **SELECT** to change the lead character.

5 . Levels And Health Status

About Leveling Up:

Characters level up at the end of battle. The LEVEL only goes up by one at the end of a battle, even if enough experience to raise more than one level is earned. In that case, further levels will be earned at the end of later battles.

About Health States:

There are 3 states of ill health.

FINE

In good health.

SICK

When a character is sick. they cannot fight and will lose 10 HP with every step.

STUN

Cannot move when fighting.

KASHI - ???

DEAD characters can be revived, but if all are dead it's **GAME OVER**.

6 . Your Skills

COMMAND		しげ	
はなす	ESP	がらた	ふつう
ESP		ねへる	30
ふれい	2	ひっと力	28850
しゃんふ	6	MAXひっと	28850
てれはし	3	さいに力	9430
しーふと	4	MAXさいに	9630
		ほうぎょ力	31
ふ	き	すはやさ	88
ほうぐ	らすとばたふ	しゅくれんと	80
ごーふと	964	けいけんち	110
		NEXT:	0

These are your ESP Powers.

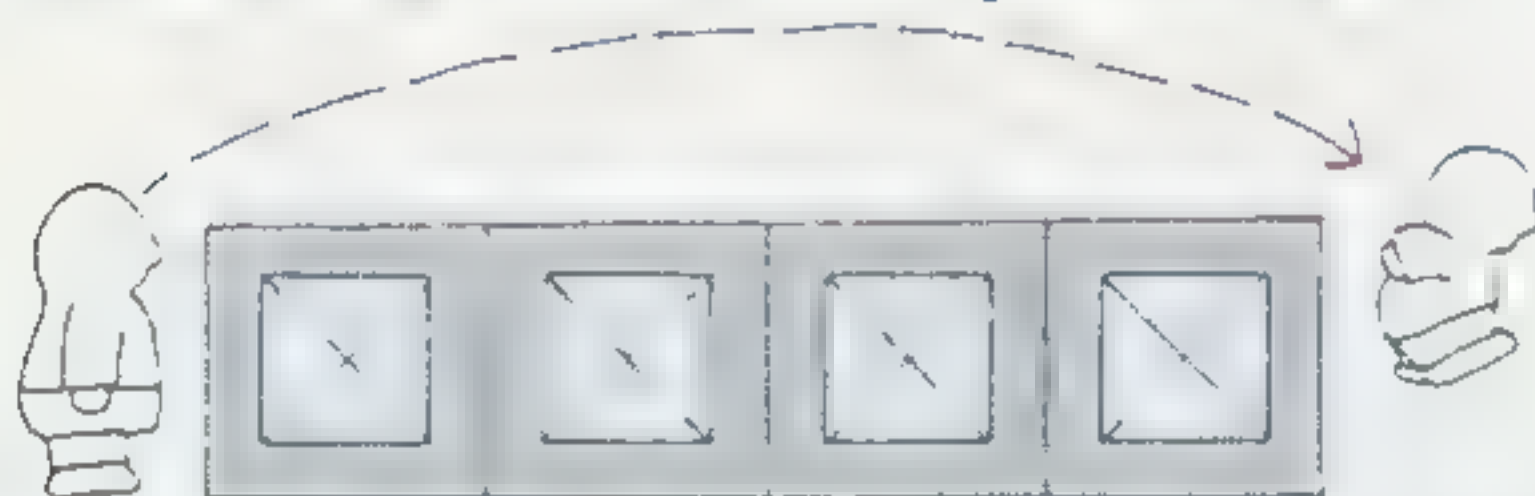
WEAPON	Weapon currently equipped for battle.
ARMOR	Armor currently equipped for battle.
GOLD	This is your money. Spend it wisely.
STATUS	Current Health Status of lead character.
LEVEL	Current Level.
HITP	Current Hit Points.
MAX HP	Maximum Hit Points for current level.
PSYP	Current Psy Points.
MAX PP	Maximum Psy Points for current level.
DEFENSE	Level of defense when attacked by enemies.
SPEED	Agility in battle. Higher the better.
SKILL	Affects how well you use weapons.
EXP	Current Experience.
NEXT	Amount of experience needed for next level.

7 . How To Jump

In Hoshi Wo Miru Hito, you will find many obstacles to movement.



Some obstacles you can **BREAK** but others you can **JUMP** over. These are both ESP powers.



Depending on your level, and the level of the obstacle, you can **JUMP** up to 5 spaces.

Be careful, because if you take on a **JUMP** of a level much higher than you are capable of, disastrous things can happen.

In any case, you will not be able to pass until your level is higher.

8 . How To Converse

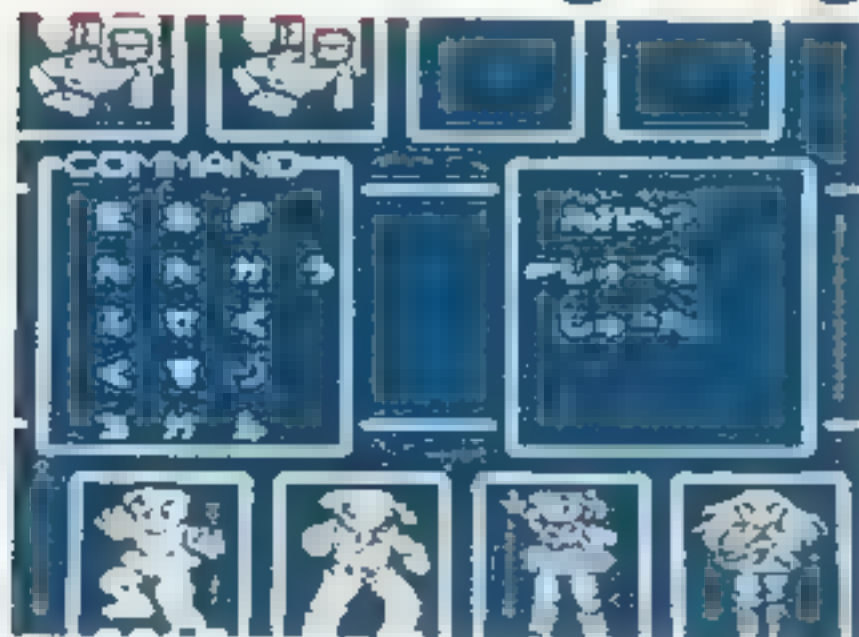
By facing a character and selecting TALK in the menu, you can start a conversation. This is also how you engage with shopkeepers.

TELEPATHY

AINE is particularly good at this skill. You can often find important information not revealed through TALKING by facing the character and using the TELEPATHY ESP technique.



FIGHT.....Fighting using weapons.



Select enemy to attack and press the A button.

DODGE...Spend your battle round avoiding attacks.

If a member of your party is weak dodge attacks while others fight.

ITEM..... Use healing medicine while in battle. You cannot also attack when using medicine.

STATS... You will be asked to select one of the characters in the party and then you can see their stats. You will not lose your battle round while viewing stats.



NOTE: In your Hit Point display, the ones digit is dropped off.

EXAMPLE:

2 9 1 5 3

→ 2 9 1 5

10. Tips For Advancement

- ★ Dead characters can be restored if another character uses medicine on them. This also applies to restoring health or curing sickness.
- ★ For long JUMPs, you can register some places as a JUMP point. The number of JUMP points possible is based on Shiba's level. Up to 3.
- ★ You can hold 4 medicines per character in your party. If you have the ingredients, a potion maker can mix medicine for 15 gold.
- ★ You can hold up to 10 items.
- ★ When you use a BREAK against an obstacle, it will come back after a fight. You must BREAK it again.
- ★ All ID cards except for the Gold ID will be lost when you pass the ID inspection.
Counterfeit IDs also exist, but be careful when using because they don't fool everyone.
- ★ You may not be able to go back to your original location when leaving a town or other location.

11. What You Can Buy

In this world GOLD is money. Here are things you can buy with GOLD.

★ WEAPONS

When you enter a battle, if you have a weapon, your strength will increase automatically.

★ ARMOR

If you have armor, it will protect you from damage from enemies.

NOTE: If you already have weapons and armor, the shop will buy them back at half the price they sell them for.

★ I D CARD

There are several buildings you can't enter without the proper ID card.

★ B O M B

BOMBs improve your BREAK and SHAKE abilities. Some places require a BOMB before it will BREAK.

★ INFORMATION

The quality of information is related to how much money you hand over.

12. Use Medicine

There are 10 types of medicine.

HYPER—	Restores Hit Points Fully,
FURETO	Melts metal.
TORERO	Sleeping Pills.
CURETO	Antidote.
RETURN	Revives the dead.
AIMU	Vaccine.
RADCLIFFE	Restores Psy Power Fully.
CARIRU	Poison.
HYPO	Heals 200 HP ★
RADOHO	Restores 100 PP ★

Here are some recipes:

HYPER—	SATO, EKI, UI
HYPO	AE, UI, YAMU
CURETO	KIE, YAMU, AE
RADOHO	UI, EKI, RUKU
RADCLIFFE	YUKA, EKU, YAMU

★ Half when not in battle.

For other medicine recipes, talk to people or try mixing some yourself.

13. About Psychic Powers

In battles, you have four types of ESP available.

★**Break Techniques**(Psychokinesis)
Minami is best at these.

PSYCHO BALL

Psychic energy concentrated into a ball and thrown at an enemy.

Does little damage, weak effect.

PSYCHO HURRICANE

A much more powerful psychic energy attack.

FIRE ARROW

This attack is especially effective against living creatures.

PSYCHO FIRE

Concentrated psychic energy that sets enemy on fire.

PSYCHO SHAKE

Psychic energy vibrates the cells and rips the enemy apart.

PSYCHO FINAL

An even more devastating psychic shake.

★Jump Techniques (Teleport)

Shiba is best at these.

TELEPORT

Allow yourself or an ally to escape from battle. Useful if one person is hurt and in danger. If it fails, you go to an unexpected place.

BAD TELEPORT

Instead of escaping allies, this teleports away enemies. Gold and experience are lost, however.

BAD AIR

Teleports air away from enemy, causing them to suffocate and collapse. Doesn't work on robots.

BAD HEAT

Teleports scorching heat onto enemy. Works on all types.

NEW AIR

Teleports in fresh air from outside the battlefield, which can heal those affected by poison or faint.

FULL TELEPORT

A powerful teleport that affects all the characters in battle, allowing them to escape.

★ Shield Techniques

SHIELD

Use to protect yourself or your allies by deflecting enemy attacks. Each shield is one-time use, and must be restored every turn.

REMAINING SHIELD

Same effect as SHIELD but will last longer in battle.

BAD SHIELD

Seals off an enemy. The enemy cannot attack the player and the player cannot attack them.

NEKO SHIELD

Effect is same as BAD SHIELD but the player can attack the enemy.

PSYCHO SHIELD

A mental guard against psychic attacks. Lasts for the entire battle.

MIRROR SHIELD

Repels an enemy attack back to them. Enemy takes damage.

★ Telepathy Techniques

TELEPATHY

Reads enemy weakness. Halves enemy power by revealing it.

DEFU-MIND

If this succeeds, first attacking ally can attack again.

OFU-MIND

Increases fighting spirit of allies to increase defense. You take less damage.

MIND-KILLER

Makes the enemy no longer feel like fighting, Decreases attack.

BAD TELEPATHY

A form of hypnosis that makes enemies think you are a friend. Will turn on other enemies.

BAD WAVE

Inflicts damage on the mind of the enemy to stun or kill them.

14. Enemies

There are four main types of enemies that attack the player.

1. THE ARMY GUARD

A police soldier that not only hunts psychics but also monitors ordinary citizens to curb dissent. No ESP power, but heavily armed.

2. MECHANICAL ROBOTS

Because they don't have a mind, they make ideal psychic hunters. Strong defense against physical attacks. Can't be suffocated.

3. WILD MUTANT CREATURES

Artificial creatures created by genetic manipulation roam the land.

4. PSYCHIC HUNTERS

Formerly ordinary humans given psychic powers through genetic manipulation, now enrolled to hunt down unregulated psychics.

FAMILY COMPUTER IS TRADEMARK NINTENDO

**Thank you for purchasing the GA Dream
game cassette Hoshi Wo Miru Hito for
the Nintendo Family Computer.**

**Please Read This Manual
Carefully On How To Use
The Game Properly And
Store In A Safe Place.**

WARNING

- 1 . This is a precision computer device
and should not be exposed to extreme
temperature, shock, or be disassembled.**
- 2 . Do not touch or attempt to clean terminal
with water as it may cause malfunction.**
- 3 . Be sure to turn off power when changing
game cartridges.**



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